

Wii™

JUMP START®

GET MOVING™

FAMILY FITNESS

Featuring **Brooke Burke**



Sports Edition

EVERYONE
CONTENT RATED BY
ESRB
E



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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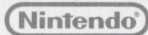


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⚠ CAUTION: WRIST STRAP USE

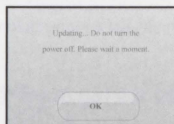
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

Wii BALANCE BOARD™ SYNCHRONIZATION

If you have previously used the Wii Balance Board with your Wii console, it may already be synchronized. Follow the in-game instructions to continue.

If this is the first time using the Wii Balance Board with your Wii console, it will need to be synchronized before use. Follow the instructions in the Wii Balance Board operations manual, Synchronizing the Wii Balance Board with your Wii Console section, or see the online manual at support.nintendo.com.

HEALTH AND SAFETY INFORMATION

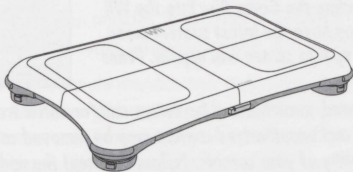
To prevent injury and/or to prevent damage to the Wii Balance Board or surrounding objects, follow these guidelines during gameplay:

- Be aware of your balance so that you do not slip or fall from the board. Avoid more movement than is needed to operate the game you are playing.
- Do not wear shoes or socks while using the board. Playing barefoot should reduce the risk of slipping or falling. If your feet become damp during gameplay, stop and dry your feet and the board before continuing.
- No more than one person should use the board at a time.
- Make sure you have adequate space between you and any other objects or people during gameplay. Nintendo recommends at least 3 feet (1 meter).
- Avoid stepping or standing on the edges of the board.
- Always place the board on a flat, horizontal and stable surface. Do not use the board on slippery surfaces. If using on thick carpet, use the Wii Balance Board foot extensions included with the Wii Balance Board.
- Do not use the Wii Balance Board if you are under the influence of alcohol or any other substance which could affect your sense of balance or perception and cause you to slip or fall.

IMPORTANT PRECAUTIONS WHEN USED BY CHILDREN:

An adult must explain all Health and Safety Information and usage guidelines and instructions to all children who are going to use the Wii Balance Board. Failure to do so may result in injuries or damage to the system or other property. Observe children during gameplay for proper and safe use of the board.

An adult should assist young children when first playing to make sure they understand correct use.



⚠ WARNING - Injury Due to Pre-existing Conditions

Gameplay with the Wii Balance Board may require varying amounts of physical activity. Consult a doctor before using the Wii Balance Board if:

- you are or may be pregnant,
- you have heart, respiratory, back, joint or other orthopedic conditions,
- you have high blood pressure,
- you have difficulty with physical exercise, or
- you have been instructed to restrict physical activity.

While using the Wii Balance Board, if you experience excessive fatigue, shortness of breath, chest tightness, dizziness, discomfort or pain, STOP USE IMMEDIATELY and consult a doctor.

GAME MODES

Most games support both single-player and multiplayer modes. Multiplayer mode supports up to 2 players.

Quick Play

In this mode, you play drills one at a time. Choose the drill you want to play and start having fun.

Routines

Routines are a great way to stay active without taking a break. Routines consist of up to 5 drills that play in a row without a break.

PROFILES

Select a cool name for your Jumpee and customize the look by selecting hair, eyes, clothing and more. You will also select the handedness of your Jumpee and your Wii Balance Board usage preference.



HIGH SCORES

View the names of the players with the best scores. Try to get the best score in every drill and routine!

Drills

Check out the best scores in drills.

Routines

Check out the best scores in routines.

ACHIEVEMENTS

Achievements are awards that celebrate your accomplishments in JumpStart Get Moving™ Family Fitness. Achievements are also shown at the end of each drill and routine.

Drills

Check on achievement progress for drills.

Routines

Check on achievement progress for routines.

OPTIONS

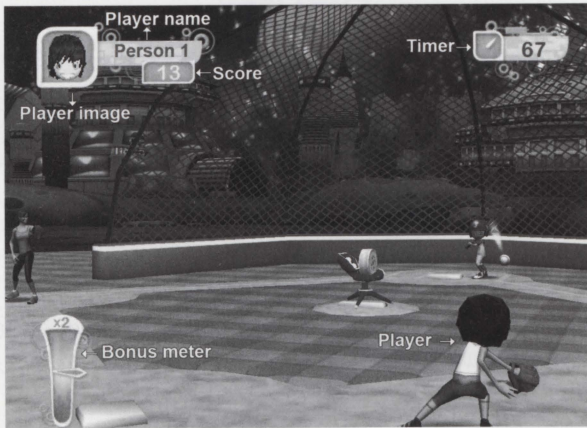
Wii Balance Board Check

In JumpStart Get Moving™ Family Fitness some drills can be enhanced by using the Wii Balance Board. Use the Wii Balance Board Check to ensure the Wii Balance Board is operating properly.

Credits

View the credits.

INTERFACE



DRILLS

BASKETBALL

Lunge Pass

Pass the ball to the correct player as fast as you can!

- Wii Balance Board compatible



3 Point Shot

Make as many shots as you can!

- Wii Balance Board compatible



VOLLEYBALL

Bump

Bump the volleyball to the target!

- Wii Balance Board compatible



Set

Set the volleyball to Brooke and watch her spike the ball!

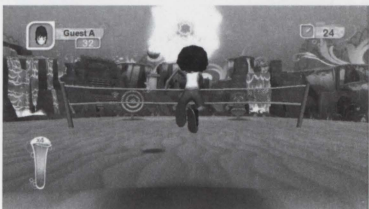
- Wii Balance Board compatible



Serve

Jump and serve the volleyball to the target!

- Wii Balance Board compatible



FOOTBALL

QB Passing

Throw the balls at the moving targets to score points! The farther away the target is, the more points you get. Be sure to avoid the defenders.

- Wii Balance Board compatible



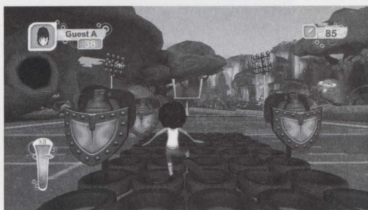
Run Back Run

Run the football down the field and try to score a touchdown. Watch out for the defenders; they are coming for you.



Tire Run

Run through the tires as fast as you can! Avoid all defenders in your way.



BASEBALL

Catching

Catch and throw as many balls to Brooke as you can!

- Wii Balance Board compatible.



Batting

Hit as many balls as you can! If you hit the target you get bonus points!



RACE

Running Track

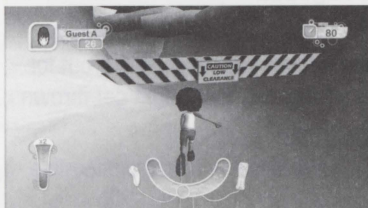
Run as far down the track as you can!



Speed Skating

Skate down the half pipe as far as you can!

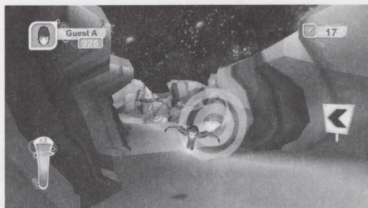
- Wii Balance Board compatible



Flying Race

Fly as far as you can! Fly through the floating rings for bonus points and a speed boost!

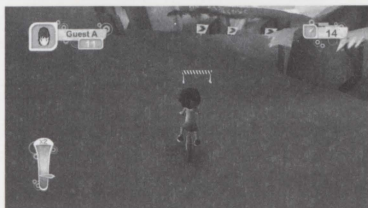
- Wii Balance Board compatible



Bicycle Race

Ride your bike as far as you can!

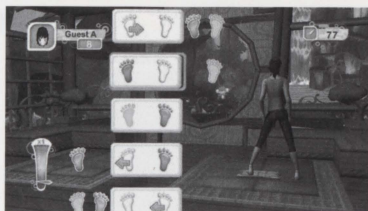
- Wii Balance Board compatible



STEP AEROBICS

Keep up with Brooke as she leads you through a step routine.

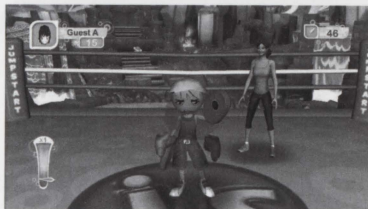
- Wii Balance Board required



BOXING

Punch and kick the punching pads as quickly as you can!

- Wii Balance Board compatible



BALANCE

Dodgeball

Try to bump the beach balls that are thrown your way. Watch out for anything else that might get thrown your way!

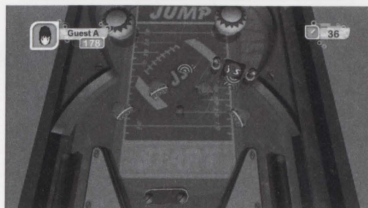
- Wii Balance Board compatible



Pinball

Roll your way around the pinball table. Roll into targets to score more points!

- Wii Balance Board compatible



CREDITS

JumpStart Get Moving Family Fitness: Sports Edition

Producer

Jeremy Holmes

Executive Producer

Lori Berget

Creative Director

Chris Williams

VP of Engineering

Sudhir Krishnaswamy

PROGRAMMING TEAM

Console Development Lead

Richard Parker

Development Lead

Dejaraj Shridhar

Senior Programmers

Sunil L. Singh

Kushagra Jain

Thomas Su

Programmers

Chetan Redkar

Muhammad Fasil

Anur Ram Puniyani

Technical Developer

Chris Yoshimura

ART TEAM

3D Lead Artist

Tim Jones

3D Animators

Brock Ramirez

Seth Reek

3D Artists

Ryan Batcheller

Levi Werner

Chris Marsh

Sarah McNeal

2D Lead Artist

Megumi Itoh

2D Artists

Jennifer Bennett

Lance Thatcher

DESIGN TEAM

Level Designers

Gaurav Shah

Sribatchha Routray

Yogesh Gaikwad

AUDIO TEAM

Voice Over and Tutorial Movies

Brooke Burke

Music Supervisor

Christian Johnson

Music provided by Firstcom

Recording Studio

PCB Productions

Video Production

Ajay Johnson

QUALITY ASSURANCE

QA Leads

Srikanth Peru

Srikanth Reddy Peddapuram

QA Testers

Kranthikumar Reddy A

Rama Krishnam Raju

Manish Jha

Kalyan Chakravarthi K

R Muralidhara

Basheer P

KID TESTERS

Special thanks to Axen Research and to the boys and girls

who played and gave us valuable feedback!

MANAGEMENT

BANGALORE TEAM

Development Manager

Rabi Ghosh

QA Manager

Vineetha Vellangamadathil

MARKETING

VP, Sales & Planning

Jim Czulewicz

Product Marketing Manager

Erin Connolly

Jr. Designer

Christopher O'Brien

SPECIAL THANKS

Scott VanKampen

Will Wu

Jason Tom

Grant Hill

Srinath T R

Anand Ramanan

Arielle Mojica

Taylor Lord

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Email: support@adventure.com

Call: (800) 556-6141 Toll Free
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